

# TIMEKEEPER – What do I do?

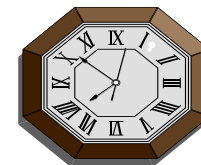


## Toss-up Question

**5 Seconds = “TIME”**

## Bonus Question

**15 seconds - “5 SECONDS”  
20 seconds - “TIME”**



## Challenge?

• **Stop the clock**

### • The basics...

- It is very important to focus on the time – NOT the game – and whether a question is a toss-up or a bonus
- At the regional events, one match is composed of two eight-minute halves, with a two-minute break
- At the National Finals, one match is composed of two ten-minute halves, with a two-minute break

### • To begin...

- The timekeeper starts the game clock when the moderator begins reading the first question
- Begin timing as soon as the moderator finishes reading the question

• Students have **5 SECONDS to buzz-in to answer a toss-up question** after it has been completely read

- After 5 SECONDS, announce “TIME!”
- If the first team answers incorrectly, the second team has five seconds to buzz-in after the moderator says, “not correct”

• Students have **20 SECONDS to answer a bonus question**

- After 15 seconds, announce “5 SECONDS!”
- After 20 seconds have elapsed, announce “TIME!”

• If there is a challenge, stop the clock

## Minimum Requirements:

- Know and understand the timing rules
- Be able to focus on timing in a competition setting
- Be at least a junior in high school